ABSTRACT

In an image processing device composed such that it can display a prescribed object whilst changing the shape of said object, there are provided: a first memory for recording information for first polygons 201 which form said object, and a second memory for recording information for second polygons 202, which form said object and are linked to said first polygons; and when the shape of said object is changed, the shapes of said second polygons are changed such that no gaps are produced between said first polygons 201 and said second polygons 202.

Using computer graphics in a video game, or the like, it is possible to achieve a more realistic object representation, wherein joint regions move in a natural manner.